MATCHBOXES™

ATARI INSTRUCTIONS

TO START

Use the loading procedures outlined in your Atari 400/800 manual.

DISK VERSION – After starting up/loading disk, do not remove disk from drive. The program will automatically load a different set of pictures for each new game.

CASSETTE VERSION – After loading, do not remove cassette from tape player or turn tape player off. The program will automatically load a new set of pictures for each new game. (Note: After four games the pictures will not change. You may then turn the tape player off. The final set of pictures will be repeated in random order in subsequent games.)

OBJECT

There are seven different MATCHBOXES games:

GAME 1 – Pick matching pairs of pictures (matched by picture, color and tune). The player with the most matches, after all possible matches are made, will win.

GAMES 2-7 – The first person to guess the word hidden behind the picture boxes wins. If no one guesses the word before all matches are made, the person with the most matches will win.

VARIATIONS

To select the game you desire, press the appropriate number key when the list of game options appears on the screen:

1. MATCHBOXES – Match pictures and tunes only – no word to guess.
2. GUESSWORD – Players enter word for opponent to guess.
3. REVERSEWORD – Words are reversed – a little harder.
4. SCRAMBLEWORD – Words are scrambled – a lot harder.
5., 6. & 7. Same as games 2-4, except the computer will pick the hidden word.

Over

CONTROLS

For two player games, use two joysticks plugged into slots #1 and #2 of your Atari computer. Use the following controls:

FIRE BUTTON (ON JOYSTICK #1) – To start game from automatic demo mode.

KEYBOARD – To enter name, words to guess, and guess. Press RETURN after typing a word or name.

JOYSTICKS OR TRACKBALLS – To move cursor over boxes you wish to select.

FIRE BUTTON – To "open" boxes and to guess word.

START KEY – To start a new game with new pictures. Accesses disk (or cassette) to load new pictures.

OPTION KEY – To start a new game with same pictures. Does not access disk or cassette, so there's no need to wait for loading before playing the next game.

SPECIAL FEATURES

You may select from three levels of difficulty in single player mode.

There are three different sets of pictures in the disk version. A fourth set (which includes highlights of the first three sets) is available in the cassette version.

Pictures are placed randomly on the game board at the start of each new game.

There are two WILD CARDS in each set of pictures. A WILD CARD will "match" any other card.

All pictures are animated.

Each picture has its own tune which must also be matched.

Pictures need to be matched by color as well as by shape and by tune. In other words, a pink kangaroo is not the same as a blue kangaroo, so be careful.

Good luck!

BRØDERBUND SOFTWARE, INC./ENTERTAINMENT SOFTWARE DIVISION
1938 Fourth St., San Rafael, California 94901, Telephone (415) 456-6424